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**Credit Bearing Internship Availability: Jan 2023 – Aug 2023**

## EDUCATION

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**Nanyang Technological University (NTU)** Aug 2020 – **Jun 2024** (Expected)  
School of Electrical and Electronic Engineering  
• **Bachelor of Engineering (Information Engineering and Media)**  
• **Honours (Merit)** (Expected)  
• Relevant Modules: (1) *Data Structures and Algorithms* (2) *From Computational Thinking to Programming* (3) *Object Oriented Programming* (4) *Introduction to Data Science and Artificial Intelligence* (5) *Software Engineering*

## ACADEMIC & MODULE PROJECTS / PERSONAL PROJECT ACCOMPLISHMENT

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Summer Exchange Module: **Business Communications and Social Media** Jul 2022 – Aug 2022  
Edinburgh Summer School  
• Learned how to utilize social media to maximise exposure of a company or product to target audience  
• Experienced a vastly different work and study environment

NTU-IEM Module: **Introduction Project and Design** Jan 2022 – Apr 2022  
Module Project 1: **E-Shop Website Development** (Team of 2 Members)  
• Utilized 3 software programming (i.e. **HTML, CSS, SQL**) to design and develop E-Shop Website with features (e.g. Item Search, Contact Page, Product & Services, Cart) for enabling online consumers to purchase items (e.g. Pokemon)

Module Project 2: **Racing Game Design** (Team of 2 Members) Jan 2022 – Apr 2022  
• Successfully applied **C# Programming** (Unity) to design and create Racing Game with 3 AI-controlled traffic systems and randomized vehicle spawning around the map.  
• Optimized system resources usage by thorough debugging to increase framerate of game by 100-fold with multiple **C# Scripts**.

NTU-IEM Module: **Introduction to Data Science and Artificial Intelligence** Aug 2021 – Nov 2021  
Module Project: **Prediction of Car Accident for Avoidance** (Team of 5 Members)  
• Successfully applied **Python Programming** to train 3 Machine Learning Models (i.e. Linear Regression, Decision Tress, Random Forest) for predicting car accident for avoidance based on given Kaggle Dataset.  
• Concluded the Random Forest was ideal model with 78% prediction accuracy which was significantly correlated with crucial factors (e.g. Weather, Time/ Day)

Self-Driven Project: **Analysis of Course Registration** Aug 2021  
• Applied **Python Programming** to model dates and timings of NTU's course registration exercise for personal analysis.

NTU-IEM Module: **Object-Oriented Programming** Jan 2021 – Apr 2021  
Module Project: **Design and Development of Minesweeper Game** (Team of 2 Members)  
• Successfully deployed **JavaScript** to implement software code for fully functional "Minesweeper Game"  
• Designed retro-style graphics for game interface to hone user experience

NTU-IEM Module: **Basic Media Writing** Jan 2021 – Apr 2021  
Module Project: **Website Design** (Team of 5 Members)  
• Designed website through online software "Wix" to attract customers to purchase cleaning service.

## WORK EXPERIENCE

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Enclave, Service Crew

May 2022 – **Present**

Baker & Cook, Service Crew

May 2021 – Jun 2021

## LEADERSHIP / CO-CURRICULAR ACTIVITIES

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NTU-EEE Club, Director (Student Development)

Aug 2021 – **Present**

- Collate feedback from students pertaining to course curriculum upon modules completion.
- Compile essential supporting materials for students' reference prior examination

NTU-Hall 5, Director (Quintessential Productions)

Aug 2021 – March 2022

- Assumed role as **In-Charge** of writing script for live stage performance.
- Led 10 team members during production phase to prepare performance.
- Handled logistics and acquisitions of costumes for cast members.

NTU-EEE Efinity, Publicity Committee Member (Freshman Orientation 2022)

Dec 2021 – Aug 2022

- Produced engagement through video compilation of EEE seniors playing games using Da Vinci Resolve
- Created publicity materials (e.g. Videos & Instagram posting) to promote Freshman Orientation Camp 2022.

NTU EEE Efinity, Group Leader (Freshman Orientation Camp 2021)

Aug 2021

- Led group of freshmen through 3-Day Virtual Orientation Camp with games and talks facilitation.
- Clarified doubts from freshmen about NTU or EEE/IEM degree program

## SKILLS / HOBBIES

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- **Languages:** Proficient in English, Chinese (Mandarin) and Malay
- **Software Programming:** Python, Visual Basic, C++ / C# / C Language, Java, HTML, CSS, Javascript, Assembly Language
- **Software Applications:** Figma, Wix, Unity, Visual Studio, Wondershare Filmora, Aesprite, Da Vinci Resolve, Jupyter Notebook, Adobe Suite (Illustrator, XD), Microsoft Office 2022, Autodesk Inventor Professional 2020
- **License:** Class 3A Driving License
- **Hobbies:** Cooking, Playing Musical Instruments (Piano), Sports (Badminton), Gaming

Design Portfolio: <https://drive.google.com/drive/folders/1tG2tylKMUHT-qocX96Qf1K0Xft4CUv9c?usp=sharing>

Github: <https://github.com/GnawedLeaf>